

A detailed illustration of an astronaut in a white spacesuit working on the exterior of a lunar module. The module has large, gold-colored solar panel arrays extending from its side. The scene is set in the black void of space, with a bright sun in the upper left corner and a starry background. The astronaut is positioned on the right side of the module, illuminated by a small light source. The module's surface is metallic and shows various mechanical details and a small American flag.

Human Health/Human Factors in Trans-Lunar Space

AIAA Space Ops

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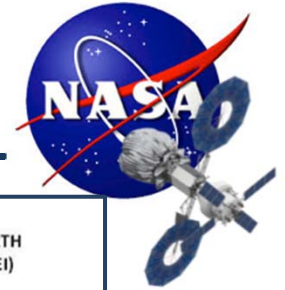
Human Health/Human Factors in Trans-Lunar Space



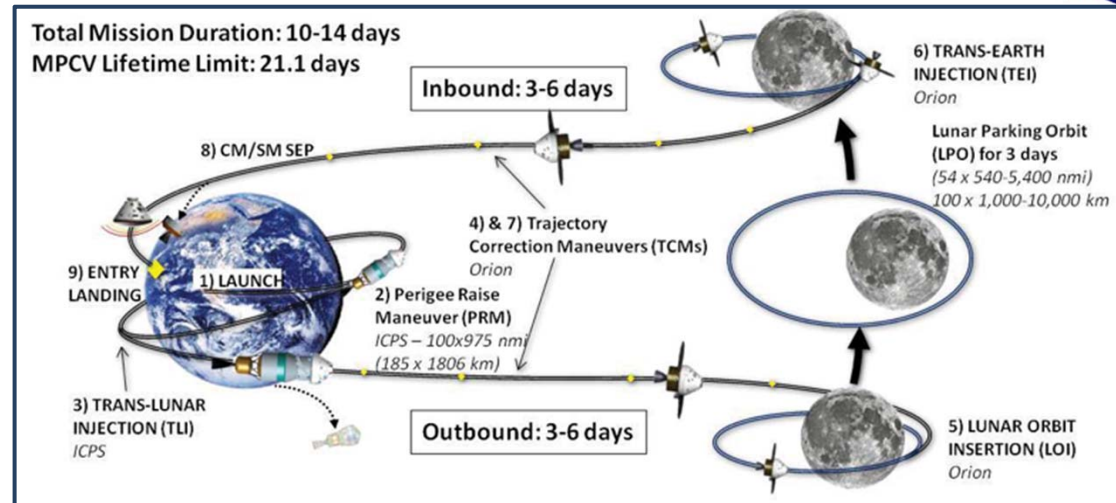
- Agenda
 - Introduction to Orion and Asteroid Mission
 - Introduction to Orion Habitable Volume
 - Human Systems Integration Design Challenges
 - Stowage
 - Exercise
 - Sleep
 - Meals & Hygiene
 - Adjustments for Asteroid Redirect Crewed Mission (ARCM) Kits
 - Adjustments for ARCM EVAs
 - Contingencies
 - Operational Validation of Designs
 - Conclusion

Note: Orion and ARCM concepts presented are still in development

Introduction to Orion and Asteroid Mission

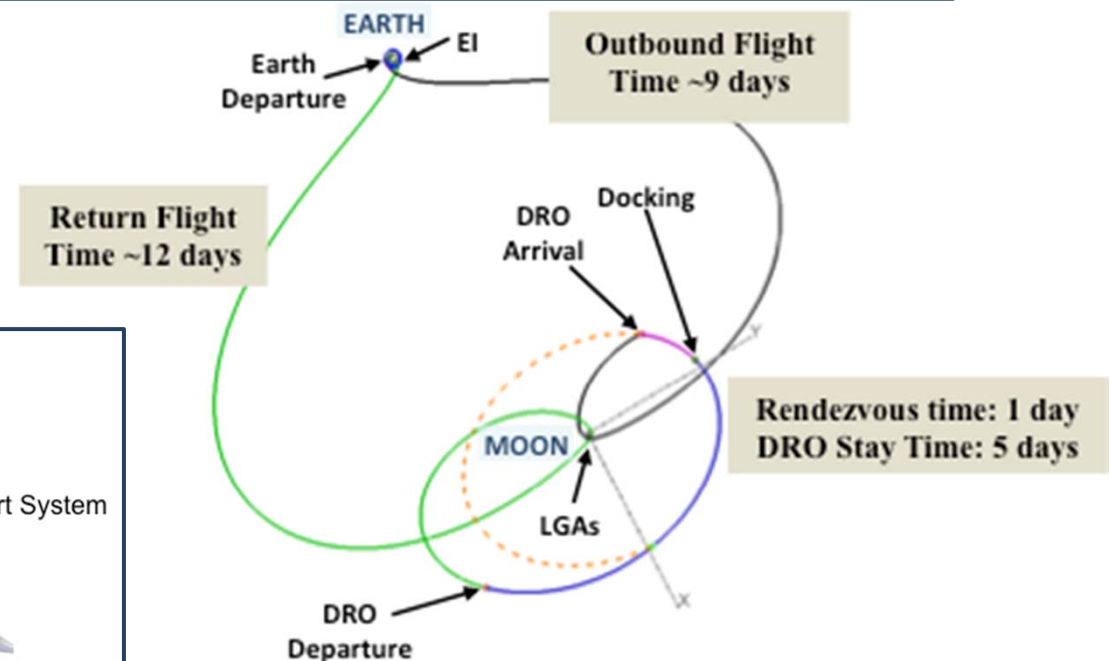
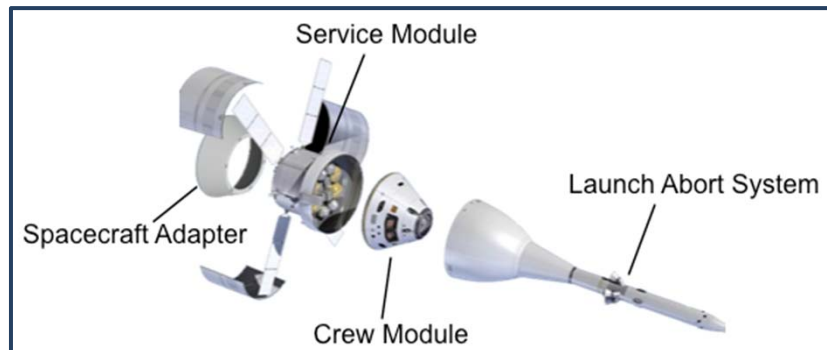


- Orion EM-2 planned mission

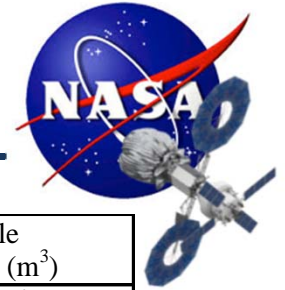


- Asteroid Redirect Crewed Mission

- Orion Vehicle



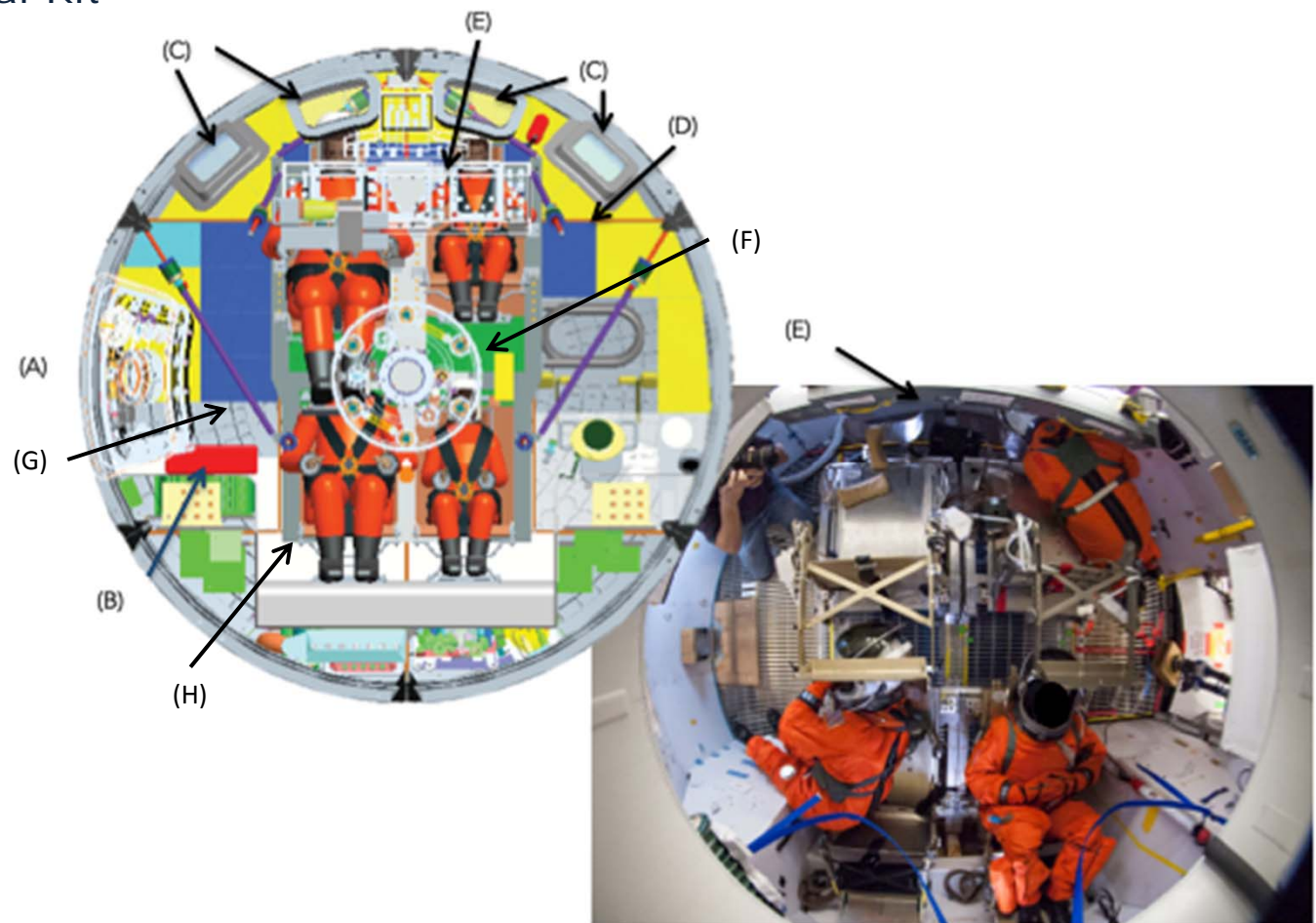
Introduction to Orion Habitable Volume



- Orion Command Module
(view from top hatch)

Vehicle	Number of Crew	Duration of Mission	Habitable Volume (m ³)
Orion	4	Up to 21 days	9.4
Orion with ARM	2	Up to 30 days	9.4

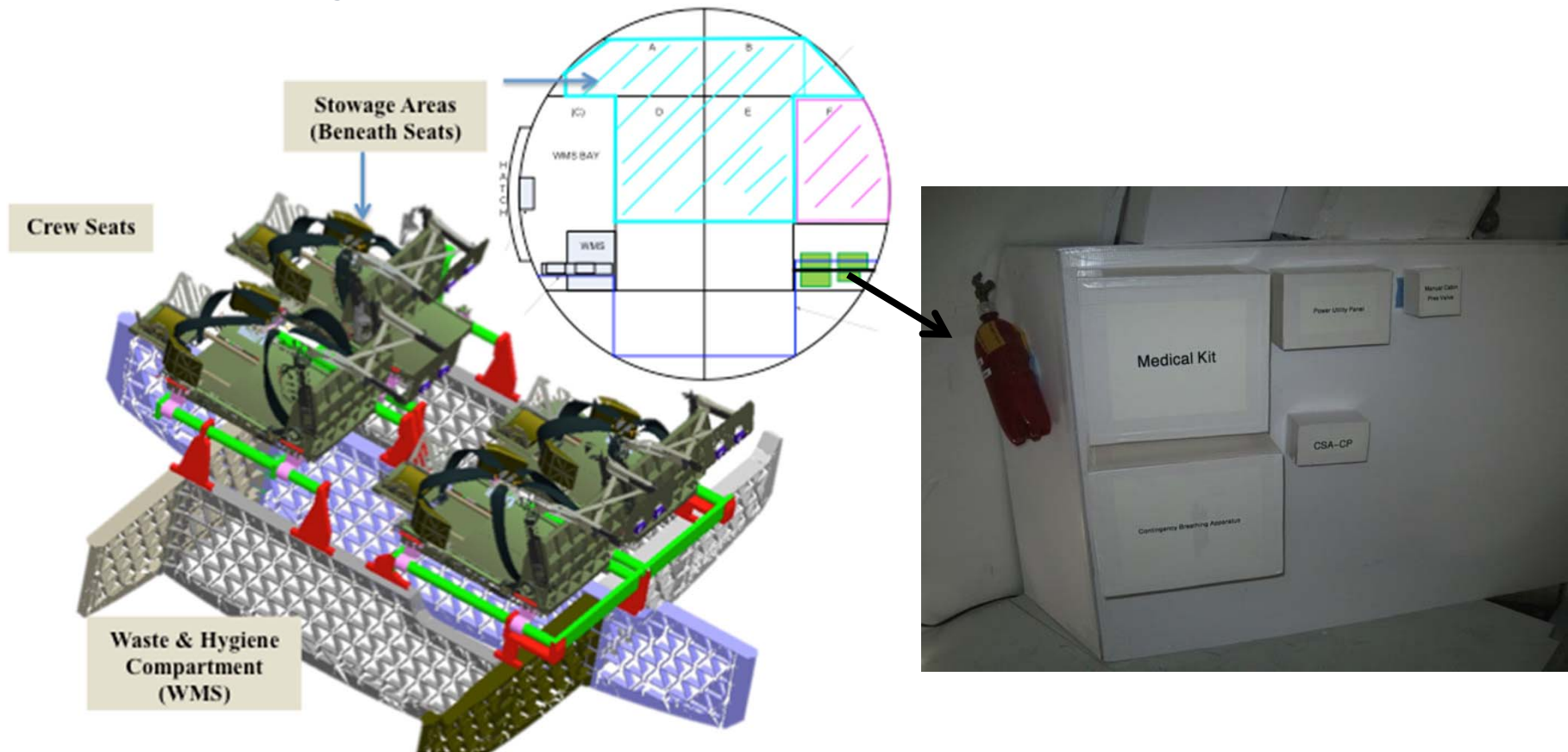
- (A) Side Hatch,
- (B) Life Raft & Survival Kit
Planned Location,
- (C) Windows,
- (D) Water Dispenser,
- (E) Control Panels
- (F) Docking Tunnel,
- (G) Hygiene Facilities,
- (H) Crew Seating



Human Systems Integration Design Challenges: Stowage



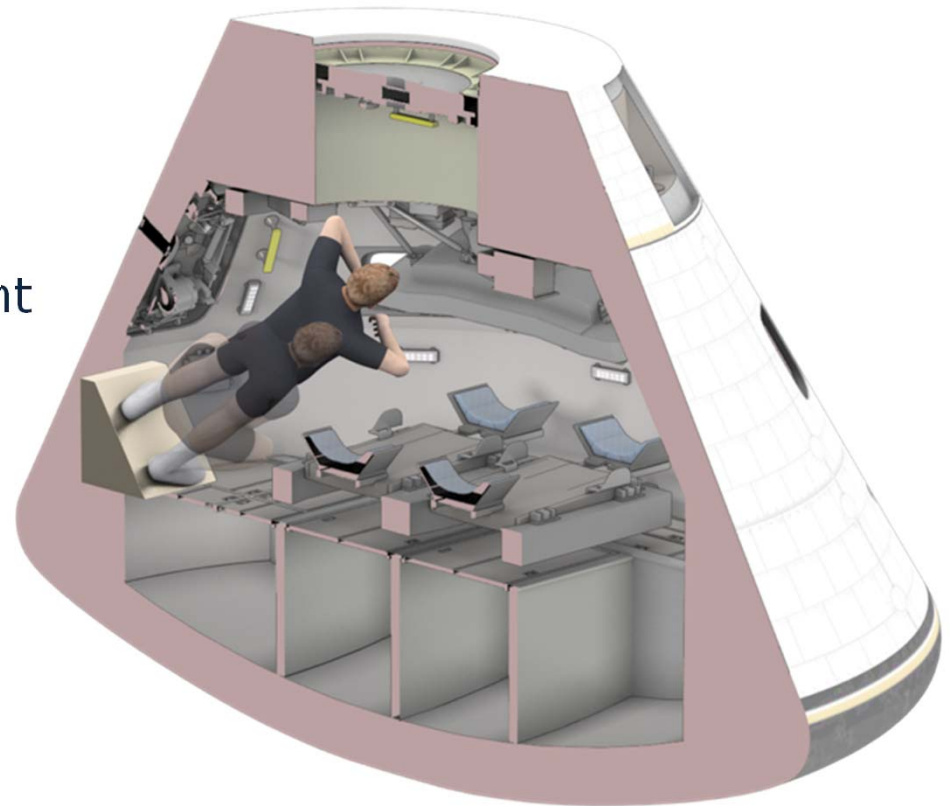
- Planning for stowage
 - Quantifying stowage needed
 - Planning for the dynamics of change during missions (e.g. trash)
 - Planning for accessibility and separation
 - Planning for vehicle mass distribution



Human Systems Integration Design Challenges: Exercise



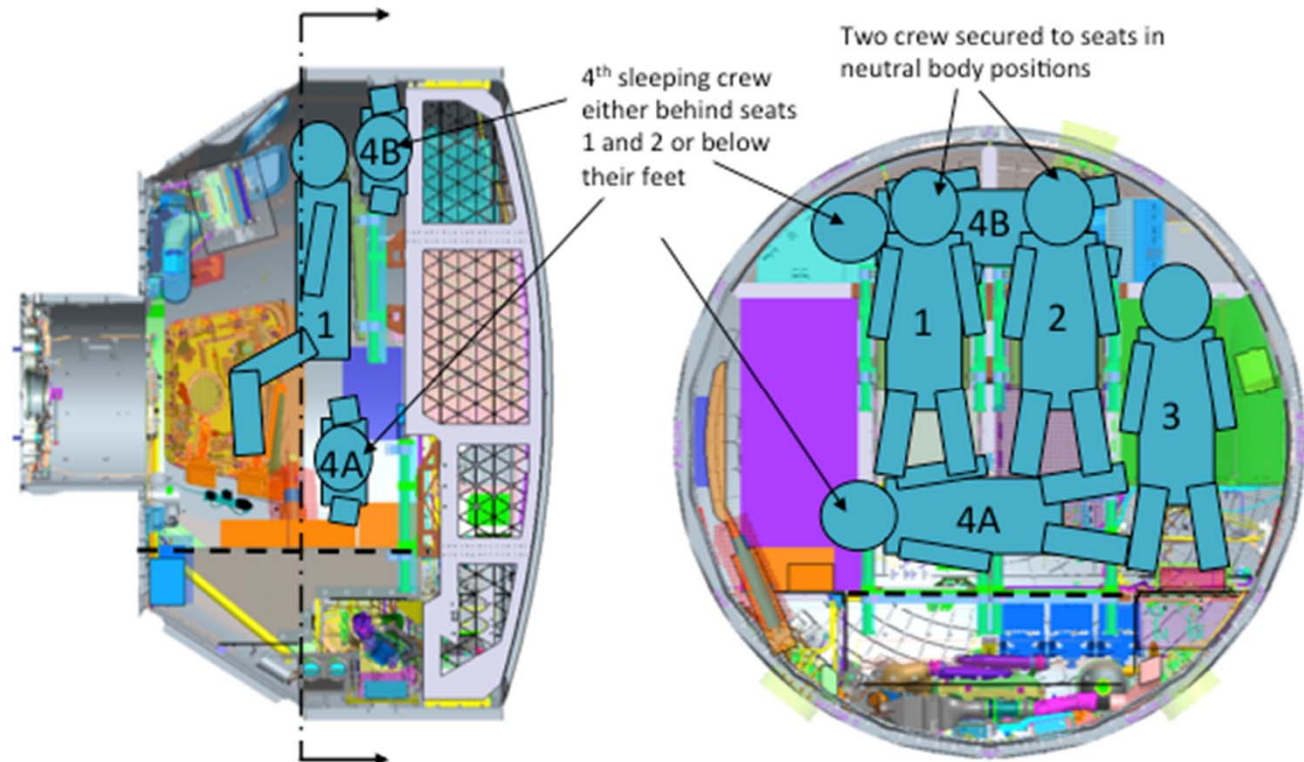
- Summary of physiological deconditioning in space that exercise is used as a mitigation
 - Muscle Loss
 - Aerobic Loss
 - Bone Loss
 - Sensorimotor changes
- Designing for exercise
 - Volume for person movement and hardware
 - Hardware performance characteristics
 - Vehicle driven limitations (e.g. mass, atmosphere processing, power, etc.)



Human Systems Integration Design Challenges: Sleep



- Planning for sleep locations
 - Non-interfering sleeping locations
 - Sleeping bag attachments
 - Preventing sleep interruptions from vehicle (e.g. sound, lights, temperature variations, etc.)



Human Systems Integration Design Challenges: Meals & Hygiene



- Designing for meals
 - Food retrieval/rehydration/preparation/disposal
 - Locations for meal activities
- Hygiene
 - Only personal space in vehicle
 - Support male and female crewmembers



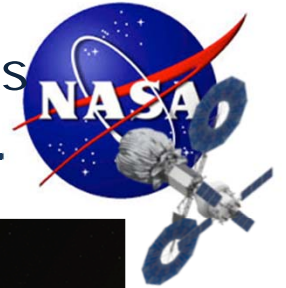
Human Systems Integration Design Challenges: ARCM Kits



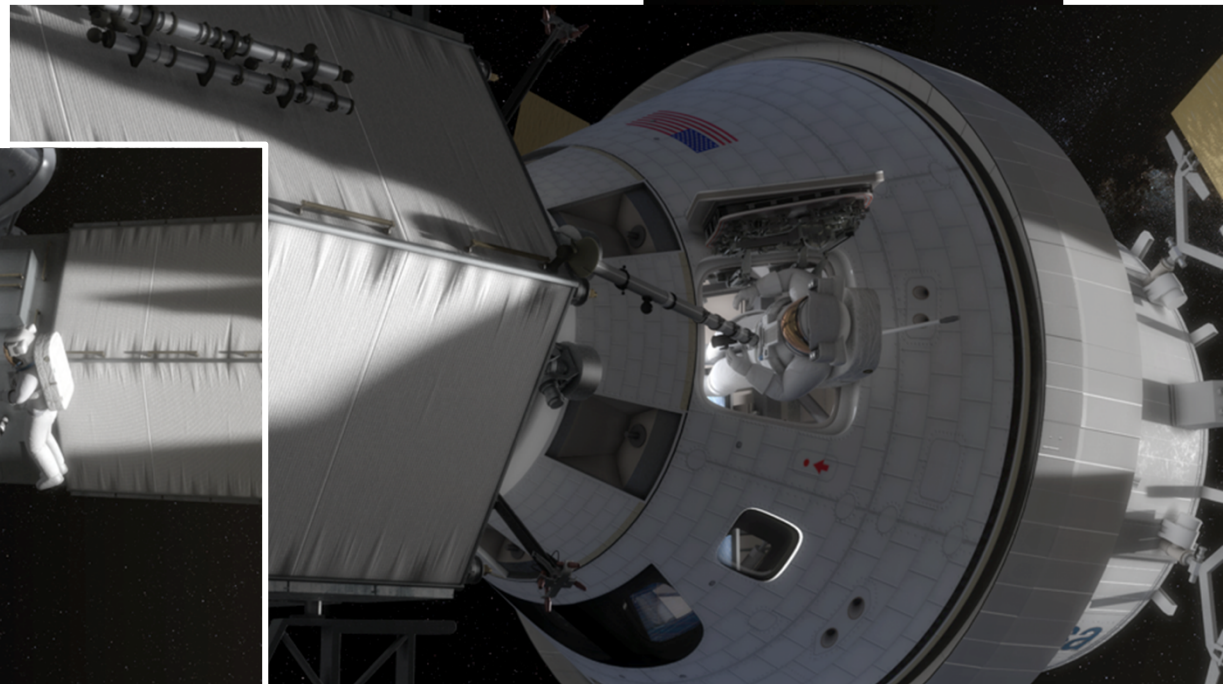
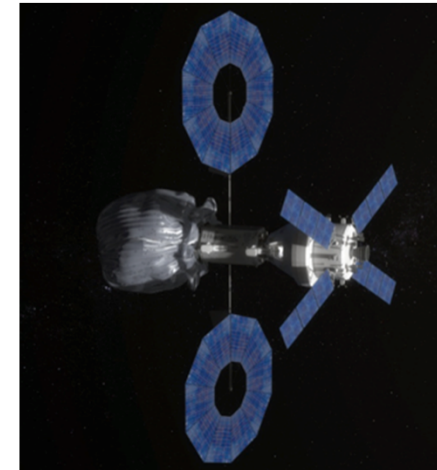
- Adjusting for Asteroid Redirect Crewed Mission (ARCM)
 - 2 Crew
 - Longer mission (adjusted set of consumables)
 - Additional capabilities
 - EVA Suits
 - Science Collection Equipment
 - ARV Docking Equipment
 - Additional Communication Hardware



Human Systems Integration Design Challenges: ARCM EVAs



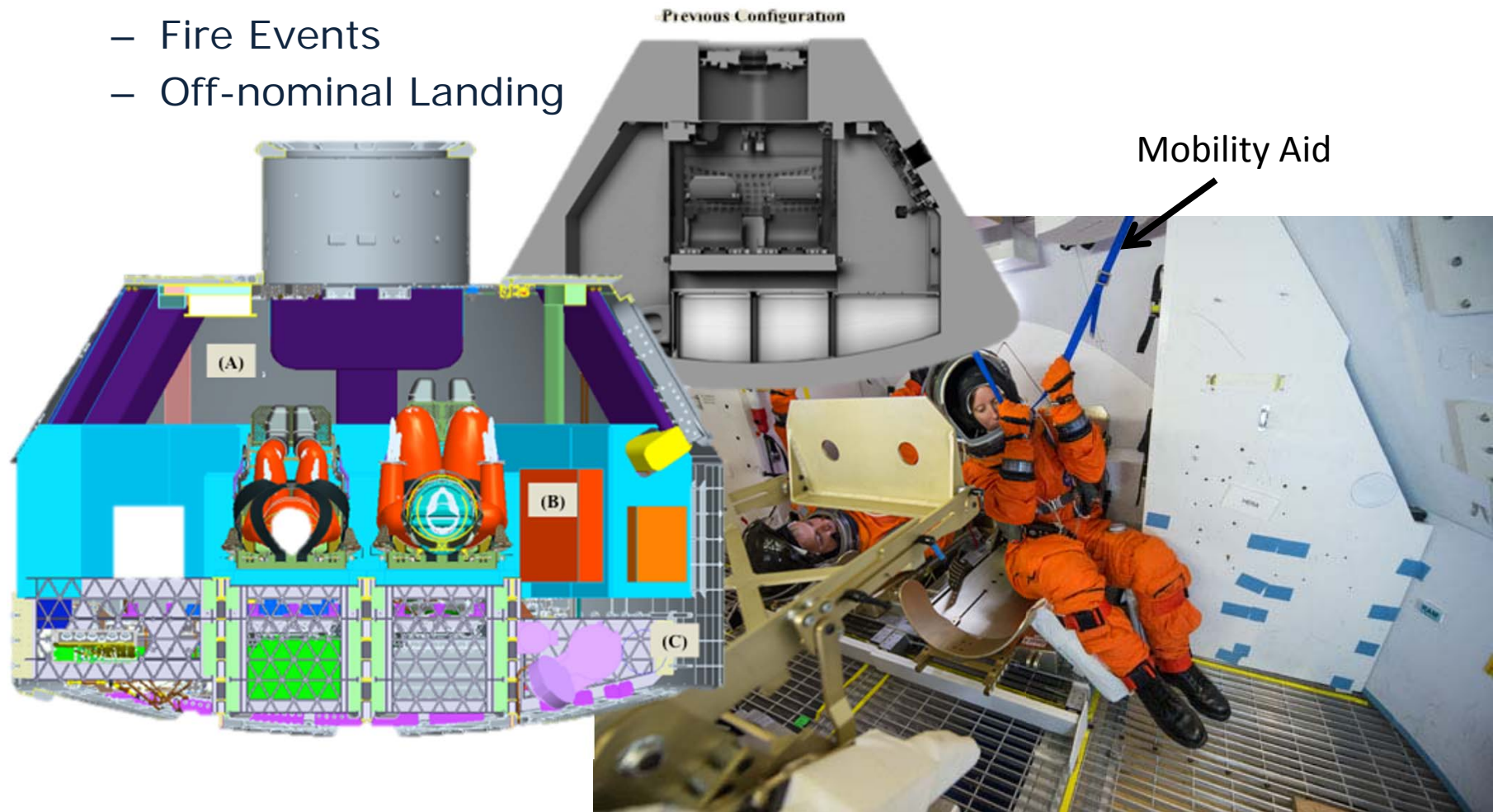
- Adjusting vehicle designs for asteroid EVAs
 - Adjusting interior volume for safe suit donning and doffing and movement
 - Adjusting interior hardware for vacuum exposure and temperature changes
 - Translation equipment and sampling tools
 - Debris Cleanup



Human Systems Integration Design Challenges: Contingencies



- Contingency Planning and Locations of Supplies
 - Medical Events
 - Radiation Events
 - Fire Events
 - Off-nominal Landing



Operational Validation of Designs



- Approaches used
 - Historical data for parametric assessments
 - Bottoms-up assessments
 - Modeling
 - Human-in-the-Loop testing at various stages of design development
 - Check accessibility
 - Check volumes for different anthropometries
 - Check for obstructions
 - Analog missions using simulated timelines
 - Check for concurrent conflicting activities

NASA's use of “verification” vs. “validation”

Verification = Did the hardware meet the requirement?

Validation = Was the requirement the right requirement?

Conclusion



- Early human systems integration of operational concepts will minimize later costly design changes
- Iterative verifications and validation activities through the design and development process will highlight potential issues in a timely manner
- Consider the time-based changes to vehicle usage
- Orion's small volume for mid-duration missions introduces new operational paradigms
- Asteroid mission introduces new challenges and opportunities in spacecraft design and usage

Any questions?